CITY OF FRESNO DEVELOPMENT DEPARTMENT POLICIES, REQUIREMENTS, AND STANDARDS FOR MODULAR BUILDINGS

The following requirements must be satisfied prior to occupancy:

- 1. The modular building must obtain and display a current Department of Housing and Community Development (HCD) certification and registration to include; proper occupancy classification, design loads, exiting, fire safety, electrical, plumbing, and mechanical systems.
- 2. Building must be attached to a certified permanent foundation as defined by HCD.
- 3. Fire Department approval is required.
- 4. All Federal, State, and Local building codes must be met.
- 5. Structure must have approved sewer, water, and electrical connections as applicable.
- 6. Building shall meet accessibility requirements of the California Building Code.
- 7. Exterior treatments of the structure shall be subject to architectural review. Design shall consider adjacent architectural style(s) and neighborhood character, and shall be consistent with that character. In all cases; blank walls, walls without relief, and overall monolithic form will NOT be permitted.
- 8. Skirting, compatible with finish of building, must completely cover structure between bottom plate of structure (first floor of building) and ground.
- 9. Roof-line shall be articulated. Possible solutions are a pitched roof, mansard roof, or parapet treatment. In all cases, a flat roof will NOT be permitted.
- 10. Landscaping, consisting of trees and shrubs, shall be provided around the perimeter of the modular building. All trees must be of medium size (30-60 ft. at maturity) as defined in Section 12-306-N of the Fresno Municipal Code. This is in addition to landscaping necessary to comply with city policy concerning parking lot shading.

Buildings, landscaping, and all improvements shall be properly maintained. This permit may be revoked if the building and site are not properly maintained in accordance with the special permit.

Date Z

Approved:

Rayburn Beach Planning Manager

Development Department, City of Fresno